

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Original) A computer readable medium containing program instructions for controlling a parametric equalizer, comprising:

computer readable code for displaying a composite equalization curve, wherein the composite equalization curve is formed from at least a first frequency filter with a first center frequency, a second frequency filter with a second center frequency, and a third frequency filter with a third center frequency; and

computer readable code for allowing a dragging movement of the first center frequency, the second center frequency, and the third center frequency.

a!
2. (Original) The computer readable medium, as recited in claim 1, further comprising computer readable code for providing real time changes in equalization according to changes in the equalization curve caused by dragging movement.

3. (Original) The computer readable medium, as recited in claim 2, further comprising an output amplifier electrically connected to the parametric equalizer, wherein the equalization curve represents an equalization curve of the output amplifier.

4. (Original) The computer readable medium, as recited in claim 3, further comprising computer readable code for displaying equalization curves for a plurality of presets.

5. (Original) The computer readable medium, as recited in claim 4, wherein the first frequency filter has a first bandwidth and the second frequency filter has a second bandwidth and wherein the computer readable code for allowing a dragging movement, further comprises computer

readable code for allowing a dragging movement of the first bandwidth and the second bandwidth.

6. (Original) The computer readable medium, as recited in claim 5, further comprising computer readable code for providing a pull down menu for selecting a parametric filter type.

7. (Original) The computer readable medium, as recited in claim 6, further comprising computer readable code for bypassing a selected filter.

8. (Original) The computer readable medium, as recited in claim 2, wherein the dragging movement of the first center frequency is accomplished by dragging a first center frequency object in a first direction.

a!
cont
9. (Original) The computer readable medium, as recited in claim 8, further comprising computer readable code for allowing a dragging movement of a first gain, wherein the dragging movement of the first gain is accomplished by dragging the first center frequency object in a second direction perpendicular to the first direction.

10. (Original) The computer readable medium, as recited in claim 8, further comprising computer readable code that allows a user to designate the first frequency filter as one of an equalization curve, a low pass filter, a high pass filter, a notch filter, a low shelf filter, and a high shelf filter.

11. (Original) The computer readable medium, as recited in claim 2, further comprising computer readable code for selecting filter types for the first, second, and third frequency filters, wherein filters with filter types that have a bandwidth further comprise computer readable code for allowing a dragging movement of the bandwidth.

12. (Original) The computer readable medium, as recited in claim 2, further comprising computer readable code for saving equalization parameters as a preset.

13. (Original) The computer readable medium, as recited in claim 12, further comprising:
computer readable code for identifying a preset with a speaker type; and
computer readable code for loading a preset according to speaker type.

14. (Currently Amended) A method of providing equalizer presets for a speaker type, comprising the steps of:

ad!
Cont

generating an equalization preset for a type of speaker;
connecting a speaker of a first type to a computer system;
loading a preset for said first type of speaker into the computer system; and
using the loaded preset as a default equalization for all applications executed by the computer system;

generating an equalization preset for a type of speaker and a type of sound;

identifying type of sound; and

selecting a preset for loading according to type of speaker and type of sound.

15. (Original) The method, as recited in claim 14, wherein the computer system comprises computer readable code for identifying the speaker and for selecting a preset for loading according to the identity of the speaker.

16. (Original) The method, as recited in claim 15, wherein the computer system further comprises computer readable code for identifying sound type and for selecting a preset for loading also according to sound type.

17. (Original) The method, as recited in claim 14, wherein the computer system further comprises computer readable code for identifying sound type and for selecting a preset for loading also according to sound type.

18. (Original) A parametric equalization curve generation device, comprising:

a first filter control, comprising:

a first center frequency object, wherein a first center frequency may be changed by a dragging movement of the first center frequency object; and

a first type selector, which allows the selection of the first filter type;

a second filter control, comprising:

a second center frequency object, wherein a second center frequency may be changed by a dragging movement of the second center frequency object; and

a second type selector, which allows the selection of the second filter type;

a third filter control, comprising:

a third center frequency object, wherein a third center frequency may be changed by a dragging movement of the third center frequency object; and

a third type selector, which allows the selection of the third filter type;

a graphic display, for displaying the first center frequency object, the second center frequency object, and the third center frequency object to facilitate dragging movement, and for displaying a composite curve; and

al
cont a parametric equalizer to provide real time equalization changes resulting from the dragging movement.
